

FIG. 1

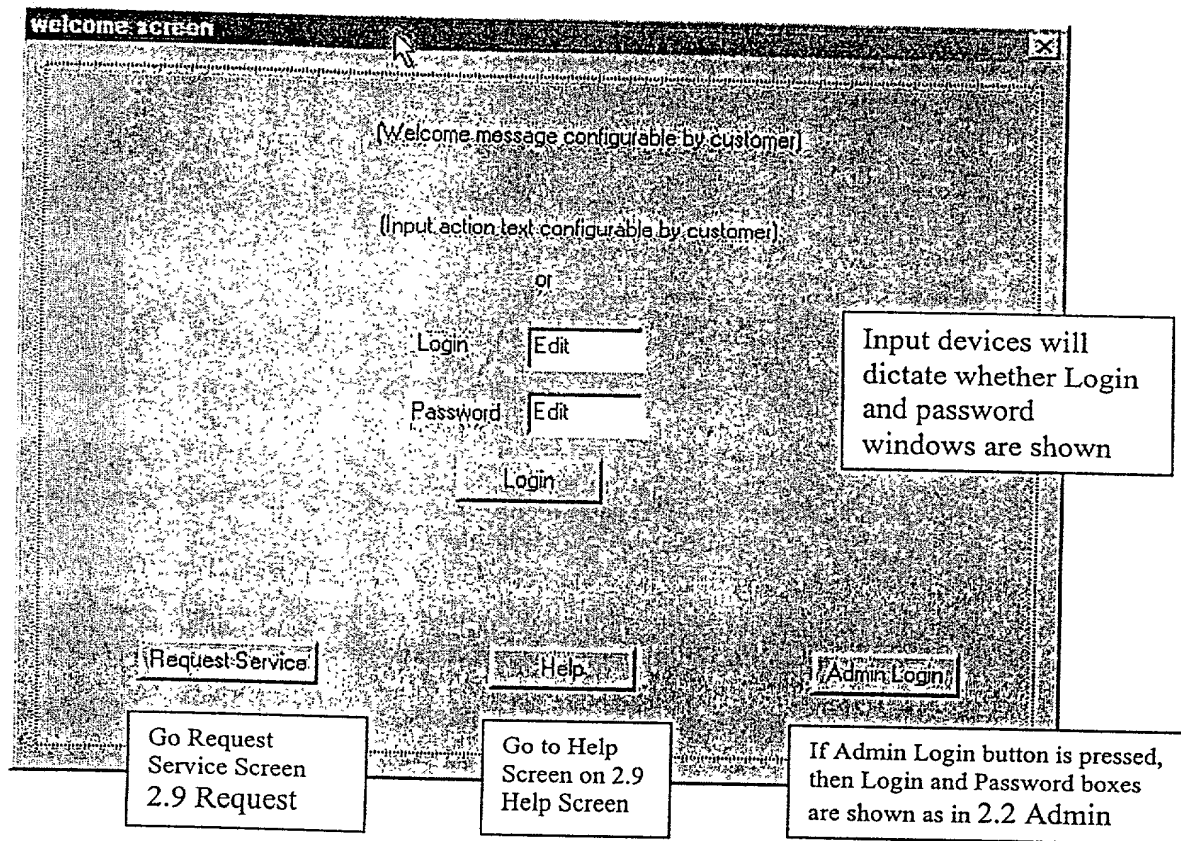


FIG. 1

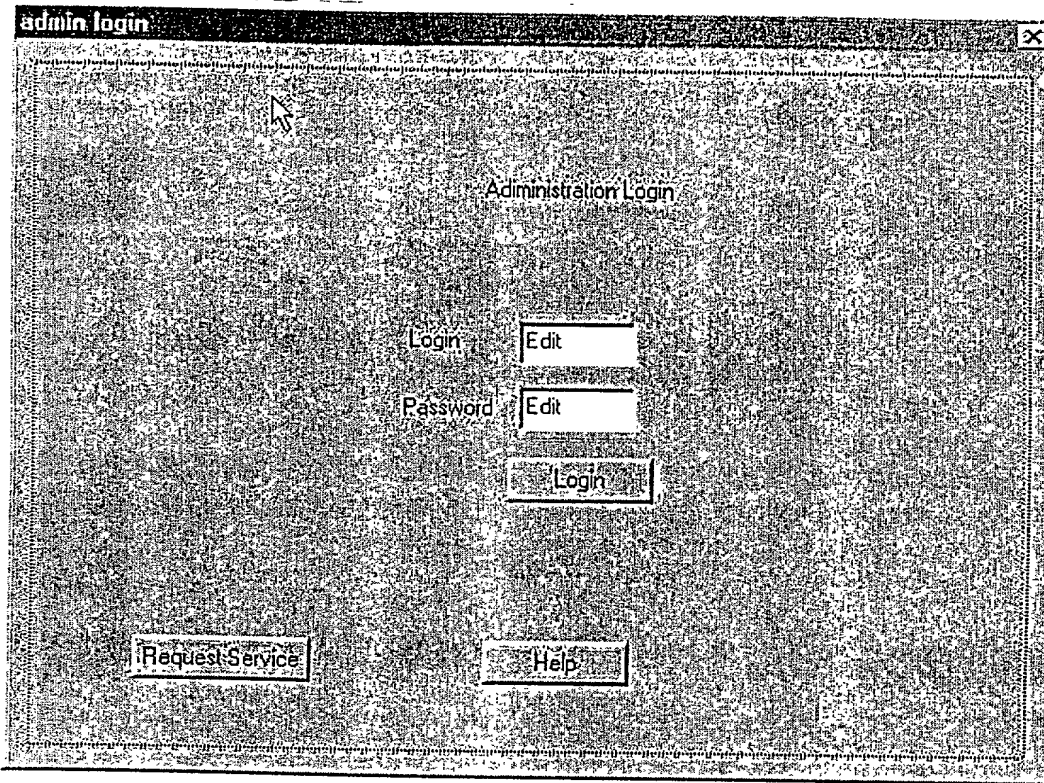


FIG. 2

Allocation Level 1

(user configurable prompt to ask for first level of allocation code)

Department

WBS#

FIG. 3

10006624 100004

Allocation Level 2

(user configurable prompt to ask for second level of allocation code)

User

Serial #

FIG. 4

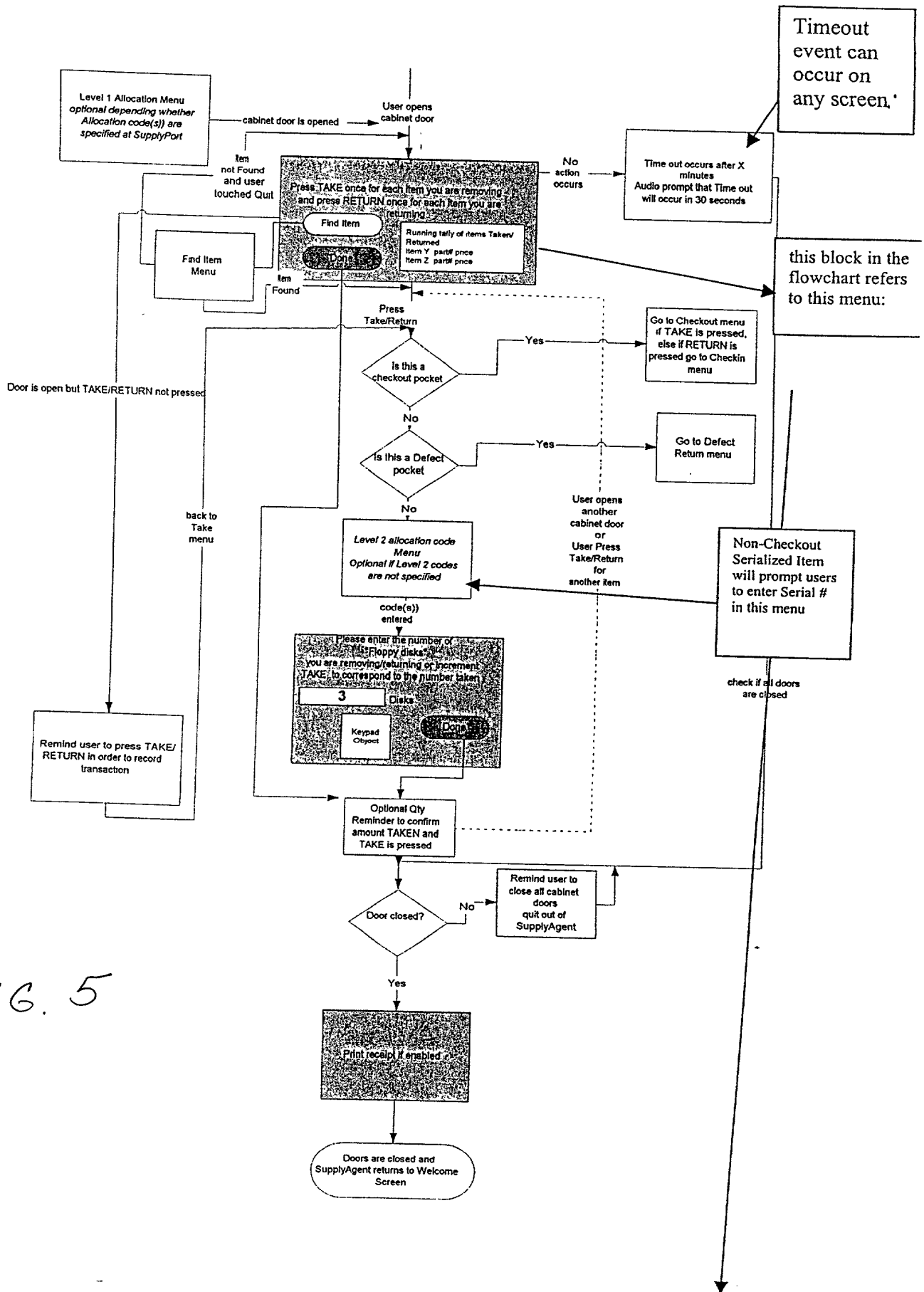


FIG. 5

Take/Return Item

Take/Return Item Menu

Name	Part#	Qty	Alt Part #	Price (Optional Field)
Candy	c-123	50	q-345	.99

Audio Prompt to step through the take and return process

6
Current Count
Unit = Box

Audio Reminder to press TAKE if door is open then closed

Find Item

Go Back Help Done

Text/Audio Prompt:

Step 1. Press TAKE button once for each item you remove.

Step 2. If you return an item after you have already pressed TAKE, press RETURN.

Step 3. If you take multiple quantities of the item, press TAKE multiple times corresponding the number of items taken. Alternatively, use the keyboard (keypad) to enter the quantity.

Step 4. To get additional items, simply go to the next item and repeat Step 1 to 3.

Step 5. Touch "DONE" to finish the transaction.

FIG. 6.

Check in/out

Supply Port

Define Check-in Pocket

Loan Period: 15 Days

Loan period can be days, weeks, months or indefinite

☒ Requires Periodic Maintenance

Notify after: 5 Weeks

☒ Elapsed
☐ In Use

☒ Track by unit allocation code

Type of Maintenance Required: Calibration

Free form text – allows users to type whatever type of maintenance is required

☒ Requires entry of Serial # on Refill

☒ Consider consumed if not returned within 3 Months

FIG. 7

TAKE pressed for checkout item

Checkout allocation code required?

Yes

Input Checkout Allocation code

Serial#

Y

Select the «Serial #» for the item you are checking out / Disposing

Partial string search

Serial X

Serial Y

Serial Z

cancel

Continue

Dispose

This screen will not be shown if item is UNSERIALIZED

Remove the item from the cabinet and dispose according to your company's disposal procedure

OK

Enter the QTY you are checking out

keypad object

this item is due back by and will require «Sharpening» in days (if the "Requires Periodic Maintenance" button is checked in SupplyPort)

Next Item

View Overdue Items

Done

Shows "Continue" instead of "Dispose" if "Dispose" was not pressed previously

Door closes

Show list of items overdue on the screen

Door closed?

No

Reminder to close the door

Yes

Return to beginning of TAKE/RETURN logic to wait for another TAKE event

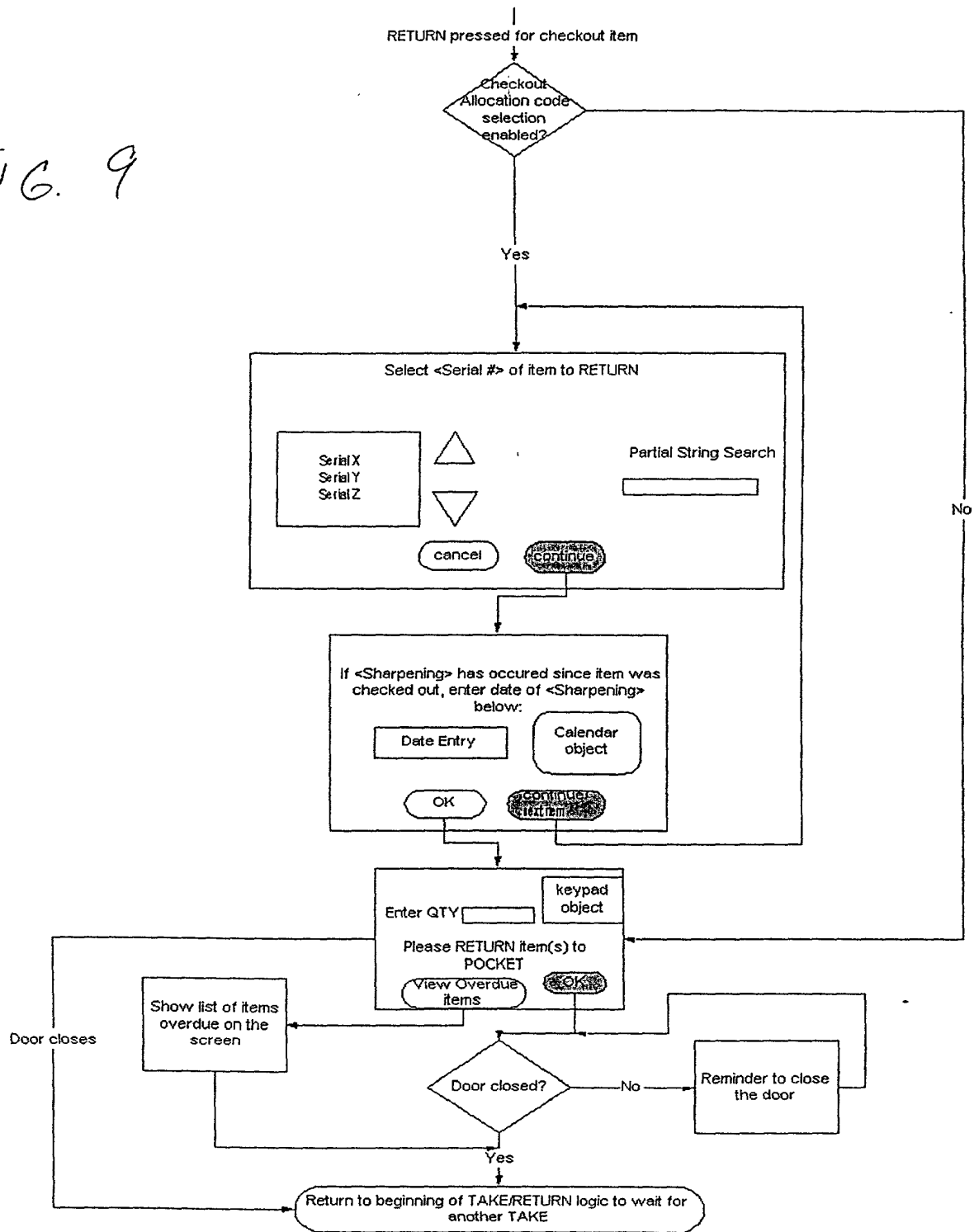
FIG. 8

No (only allowed if pocket is designated as not having REORDER tracking)

Next Serial#

(optional if allocation code not enabled)

FIG. 9



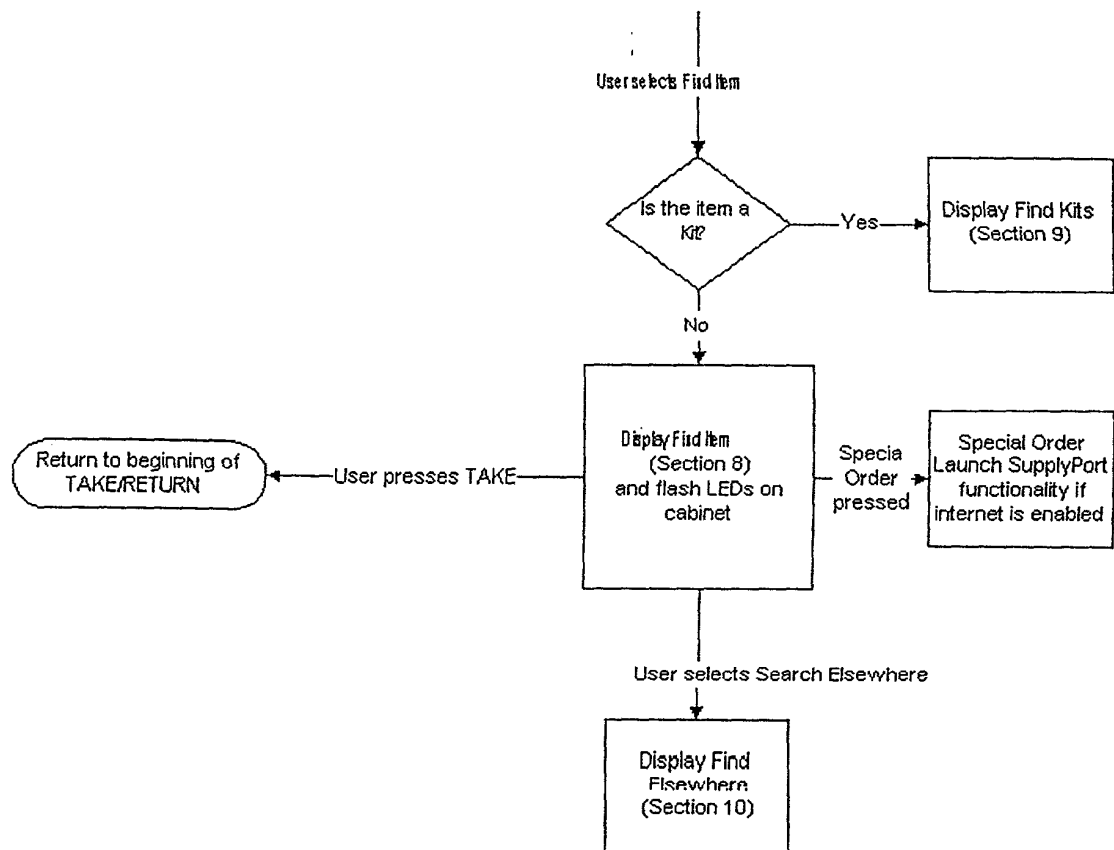


FIG. 10

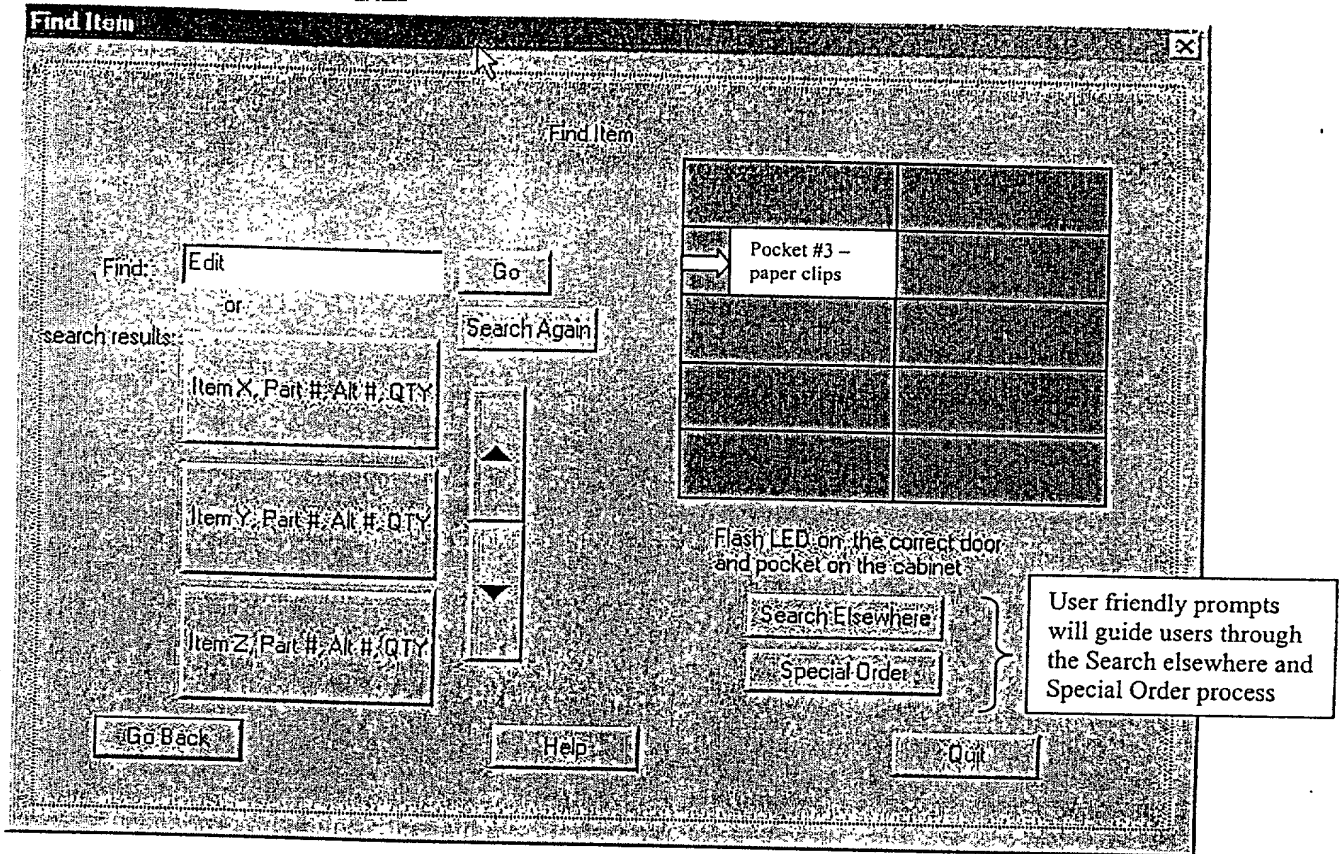


FIG. 11

10005621 102201

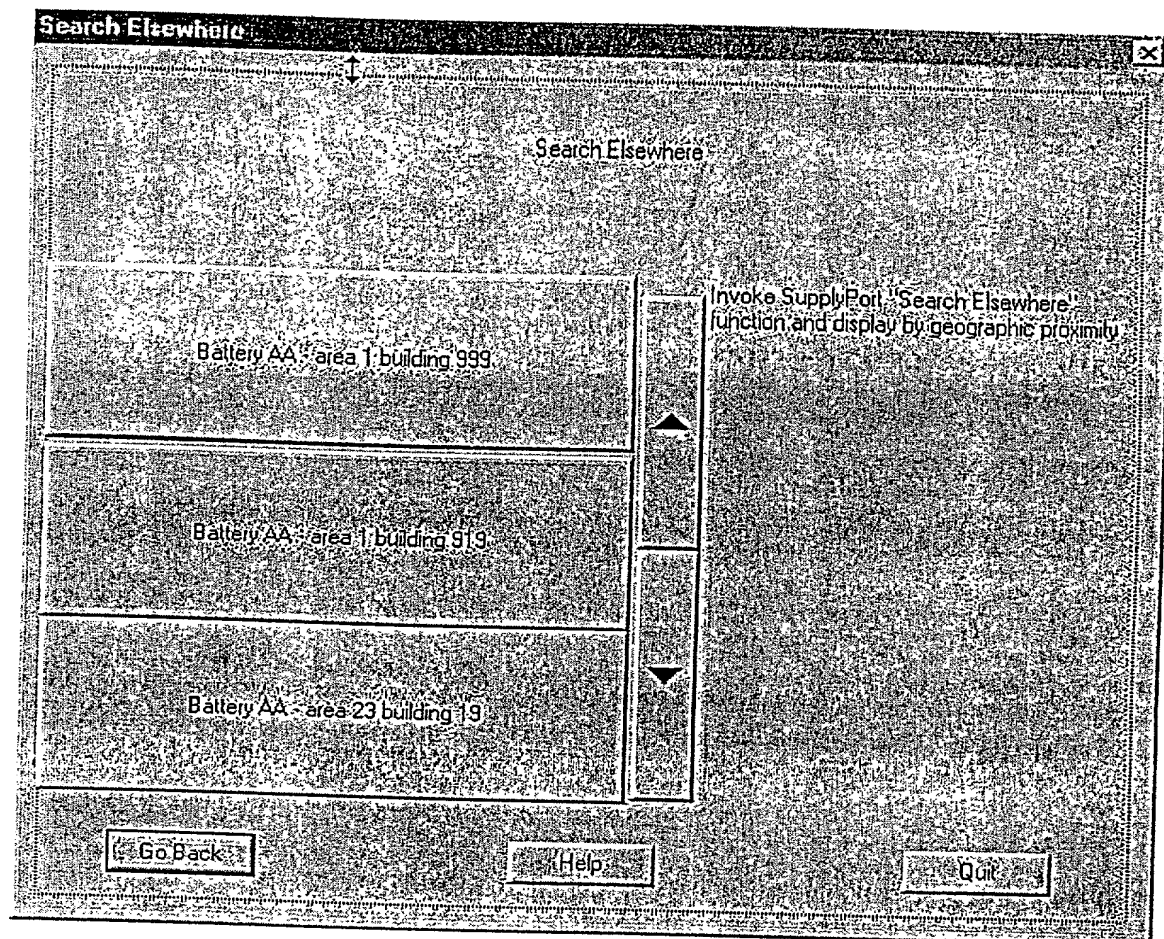


FIG. 12

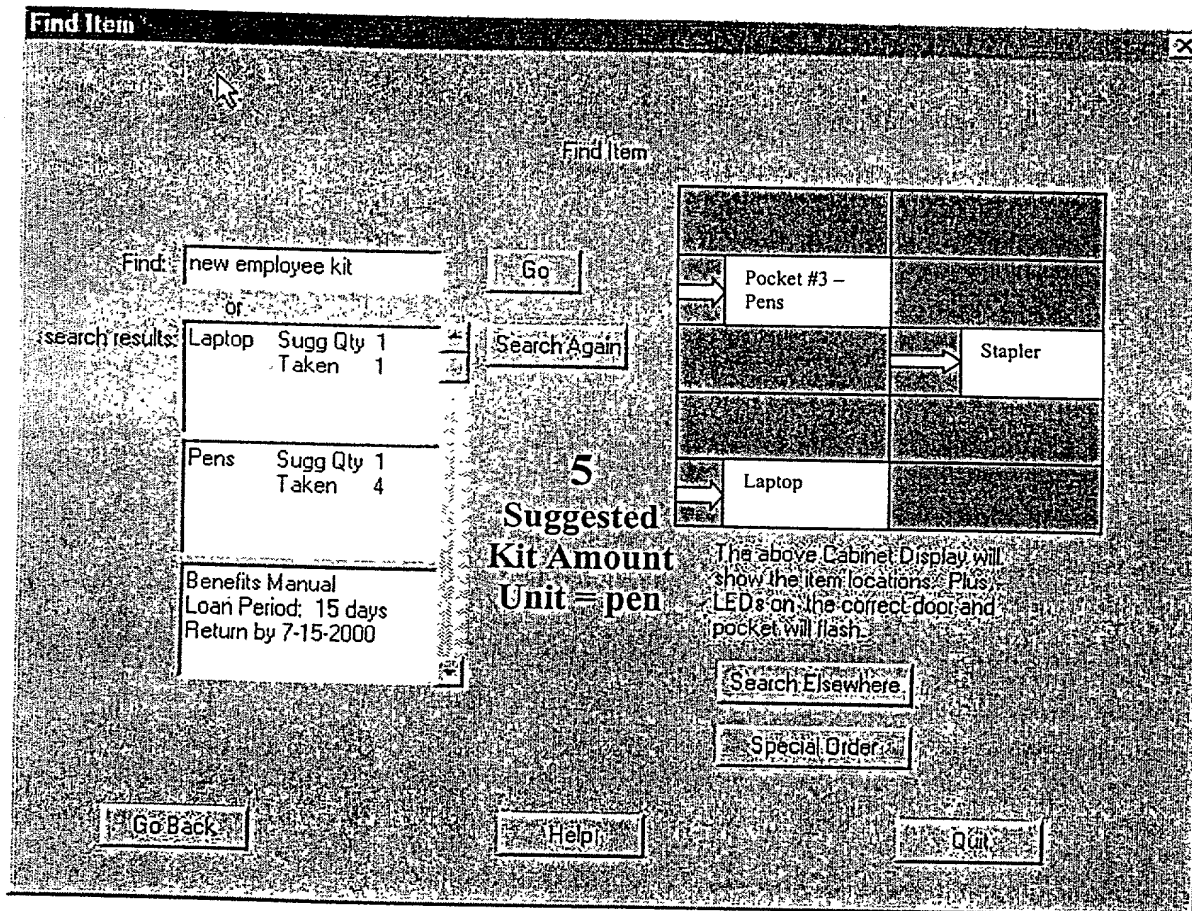


FIG. 13

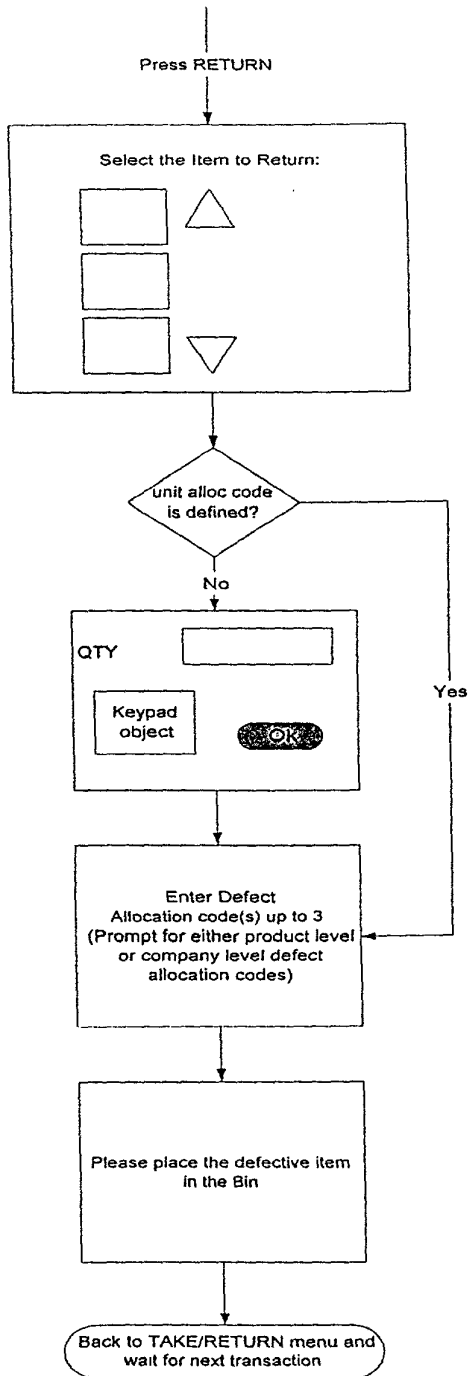


FIG. 14

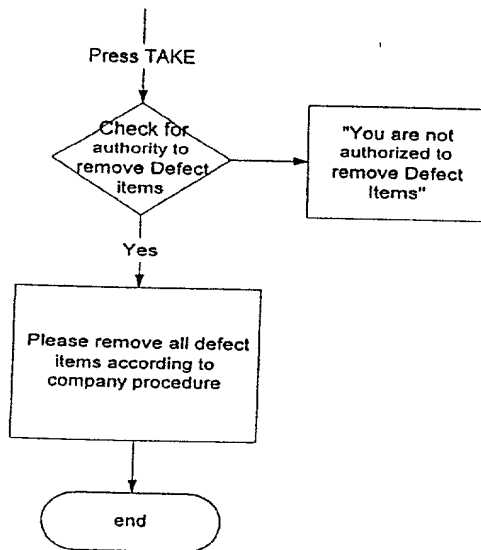


FIG. 15

Inventory

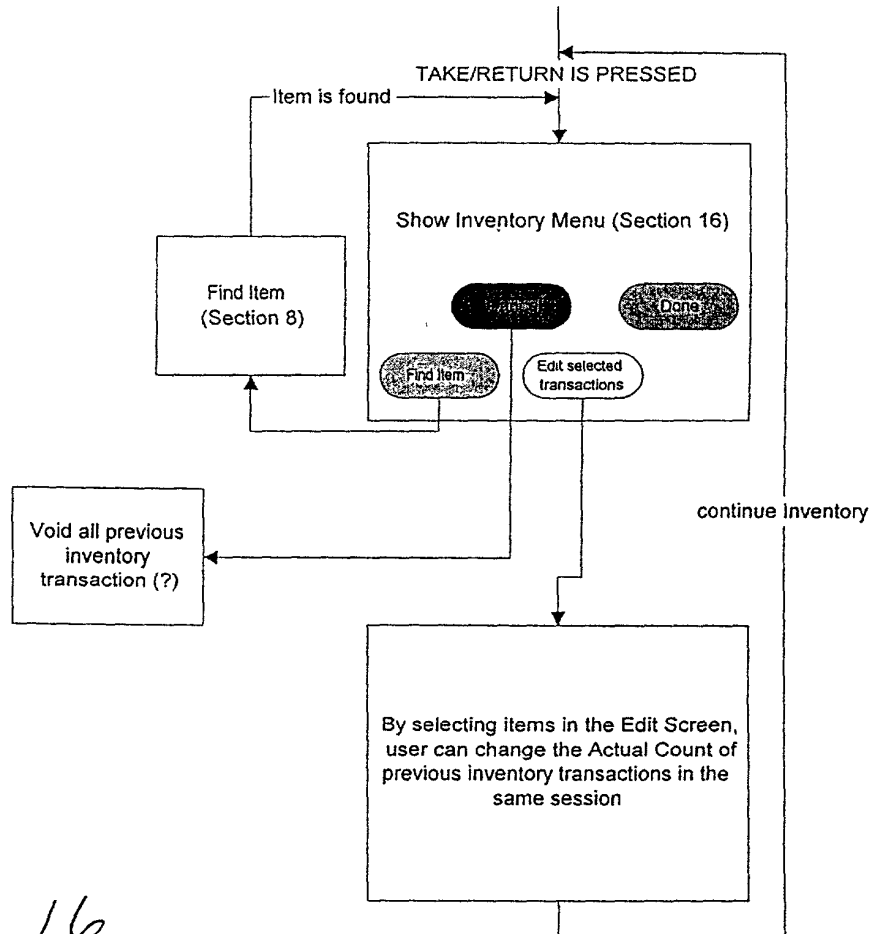
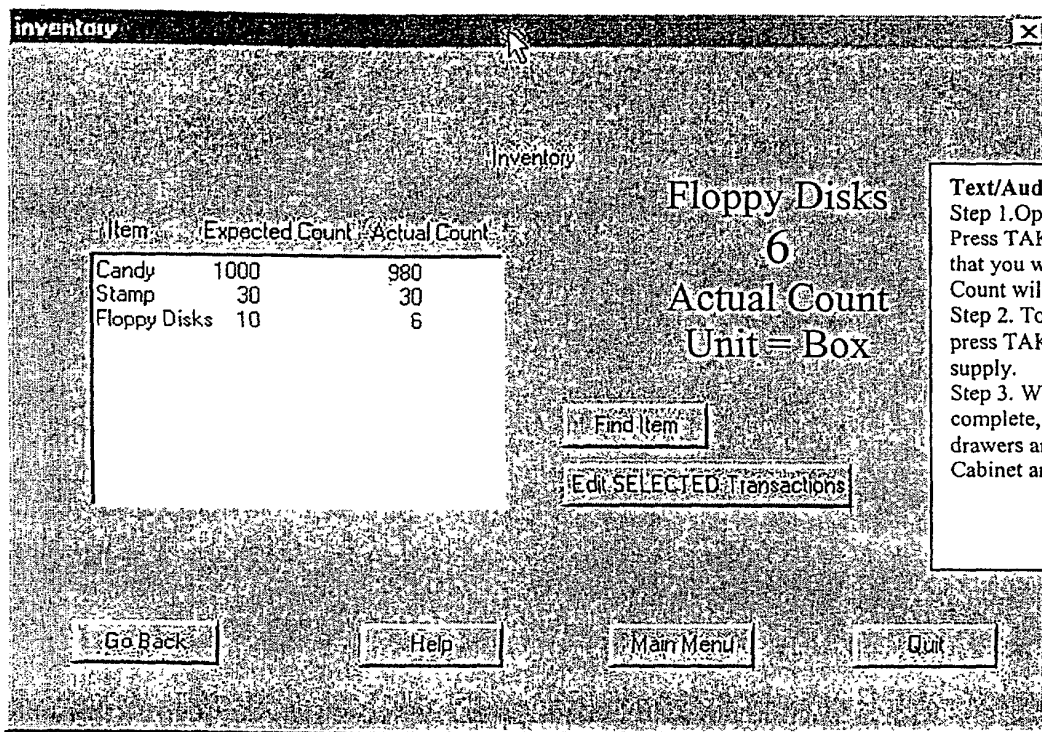


FIG. 16



Text/Audio Prompt:

Step 1. Open the appropriate door and Press TAKE or RETURN for the supply that you want to inventory. The Actual Count will appear on the screen.

Step 2. To continue counting inventory, press TAKE or RETURN for the next supply.

Step 3. When inventory process is complete, close all cabinet doors and drawers and touch QUIT to lock the Cabinet and log out of the system.

FIG. 17

Refill

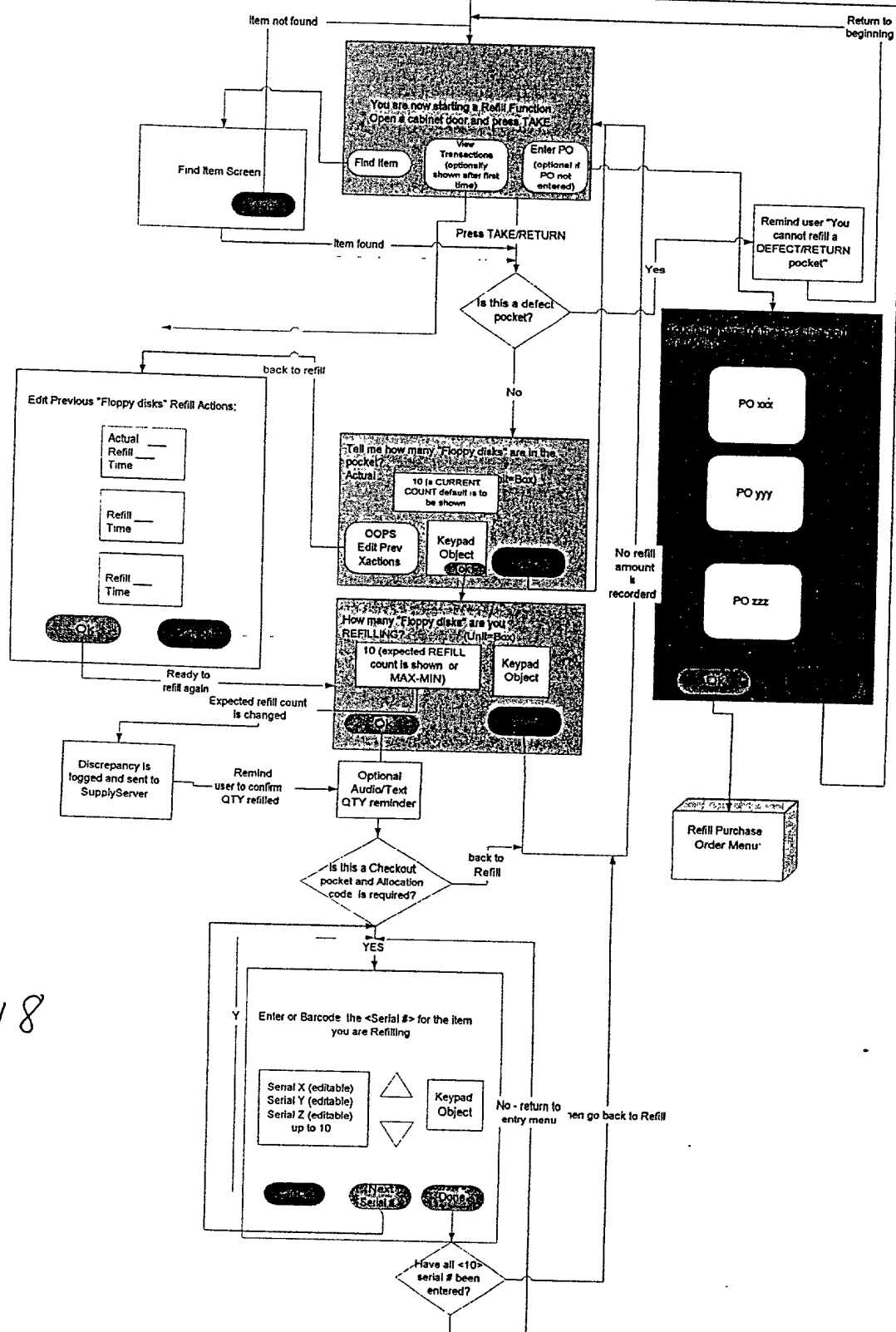


FIG. 18

Refill Purchase Order

Find P.O.:

or

search results:

Erasers	Sugg Qty: 10
3.5" disks	Sugg Qty: 5
Note pads	Sugg Qty: 25

10
Suggested Refill Amount
Unit = Box

Erasers	
	3.5" disks
Note pads	

The above Cabinet Display will show the item locations. Plus LEDs on the correct door and pocket will flash.

FIG. 19

Text/Audio Prompt:

Step 1. Open the appropriate door and Press TAKE or RETURN once for the supply that you want to refill. The CURRENT COUNT will appear on the screen.

Step 2. Verify CURRENT COUNT shown on the screen matches the quantity currently in the cabinet. Adjust CURRENT COUNT if needed. Once verified select <Accept Count>

Step 3. Verify the REFILL COUNT shown on the screen matches the quantity that you will put into the cabinet. Adjust REFILL COUNT if needed.

Step 4. Refill the cabinet with the item.

Step 5. To refill other supplies, press TAKE or RETURN for the next supply.

Step 6. When you're done refilling supplies, close all cabinet doors and drawers. Select <Quit> to lock the cabinet and

Load Pocket

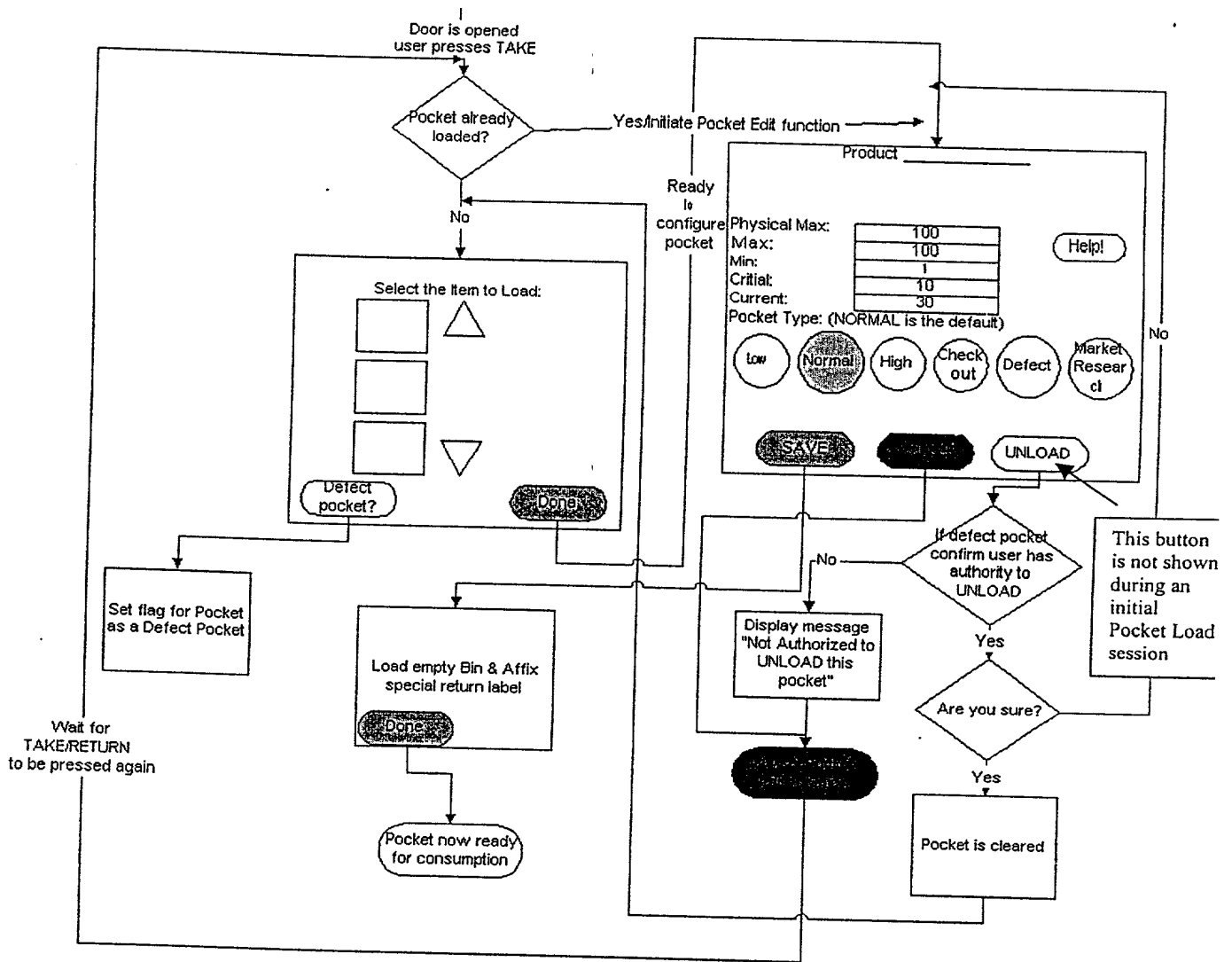


FIG. 20

TEXT/AUDIO PROMPT:

- Step 1. Select an unassigned pocket and matching shelf space for the supplies.
- Step 2. On the flexbar press the area next to the light that will be used to indicate the supply. The light comes on and the computer screen displays a list of supplies.
- Step 3. If a pocket is already assigned, ask user whether this pocket should be UNLOADED.
- Step 4. Select the supply to be added on the screen.
- Step 5. Display EDIT POCKET screen.

Unload Pocket

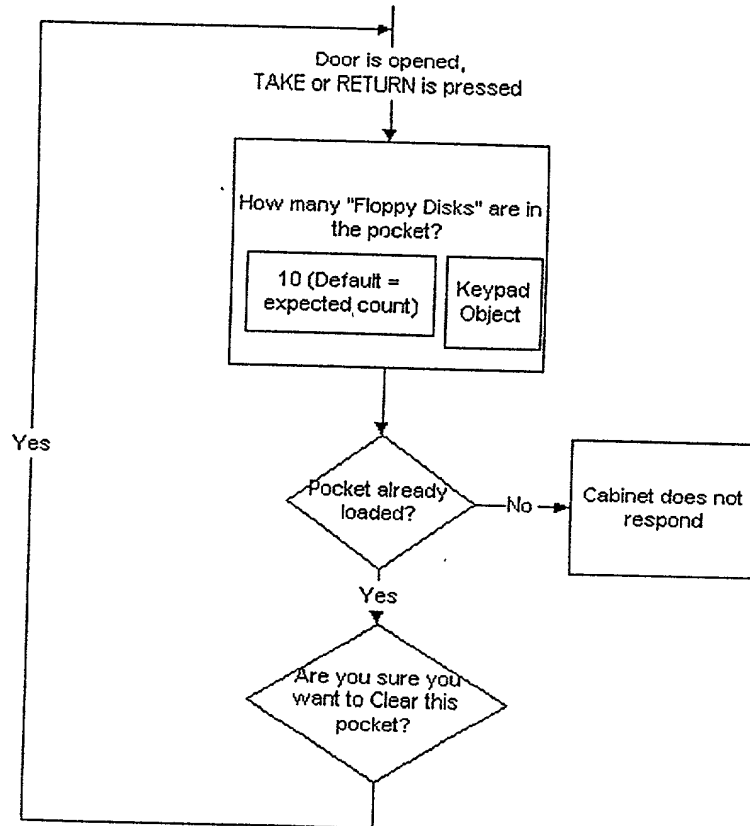


FIG. 21

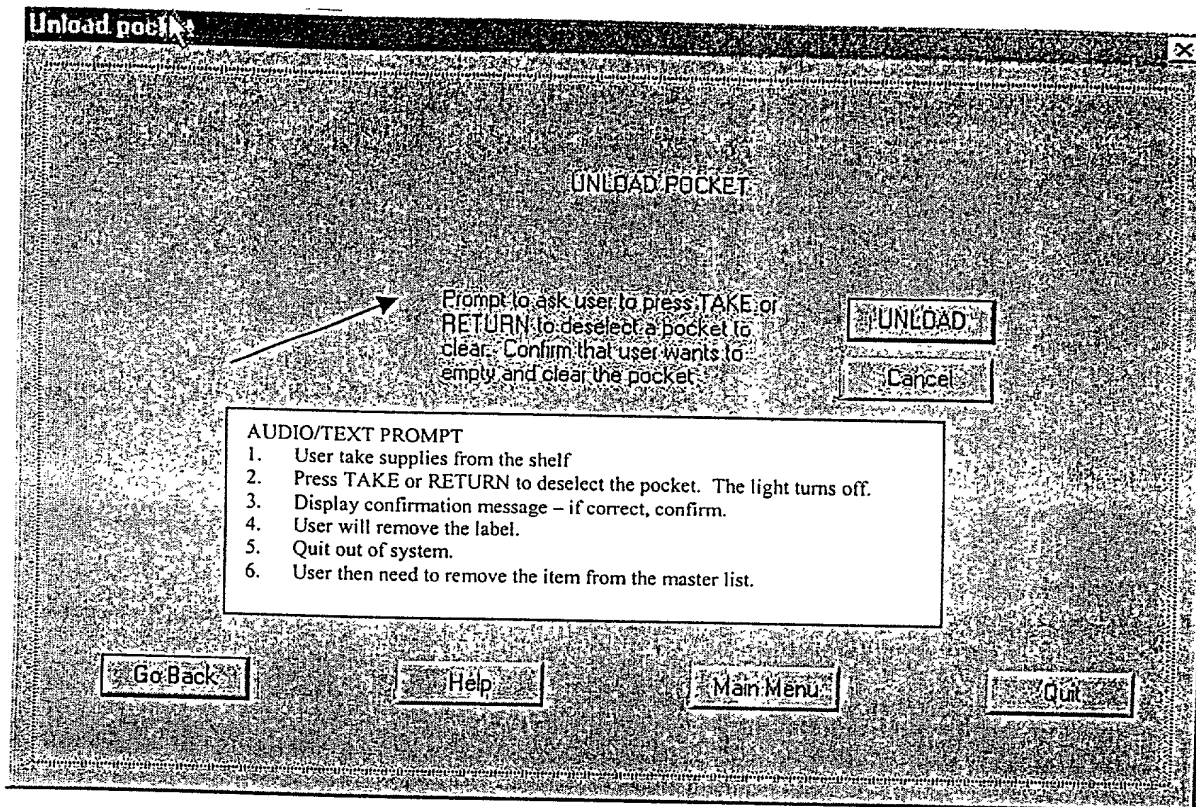


FIG. 22

Move Pocket

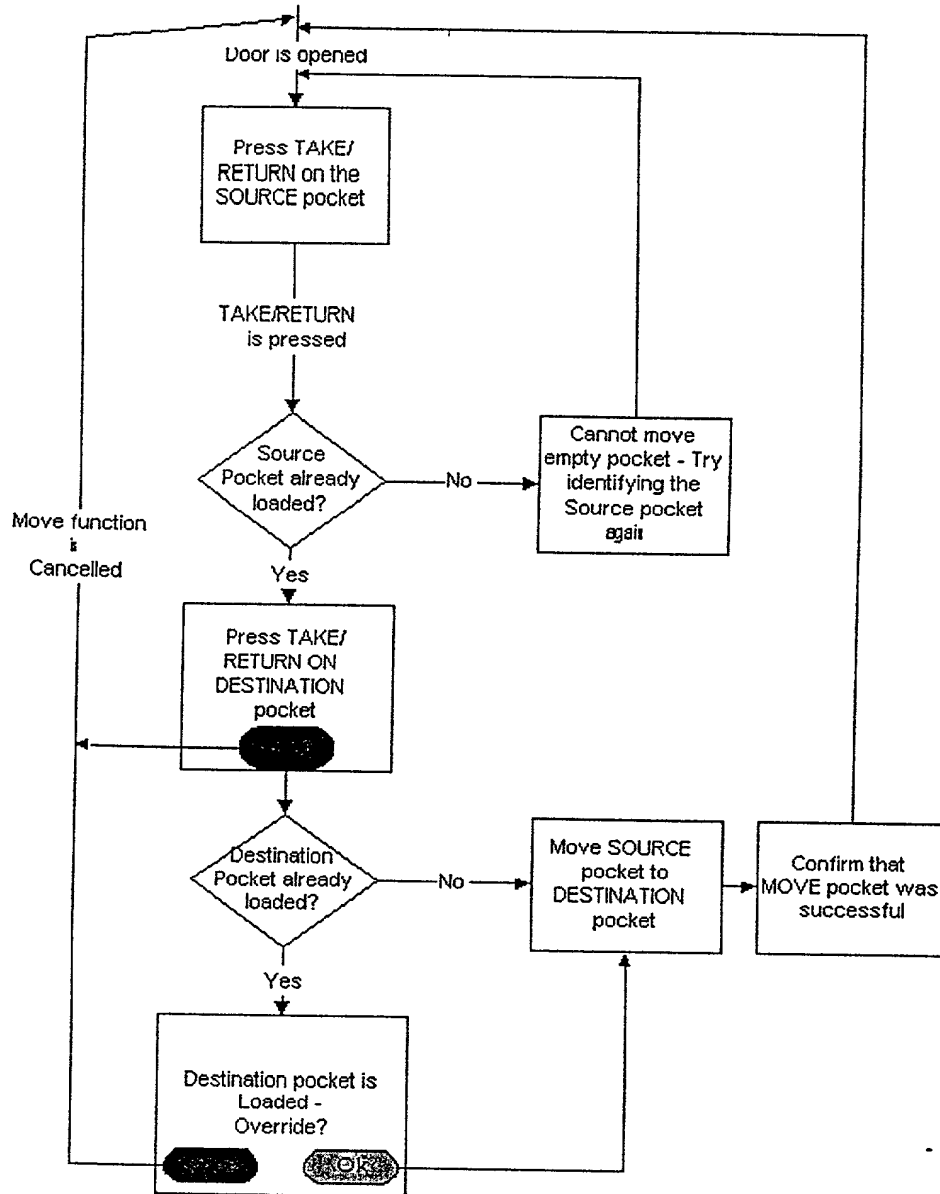


FIG. 23

10005624 102204

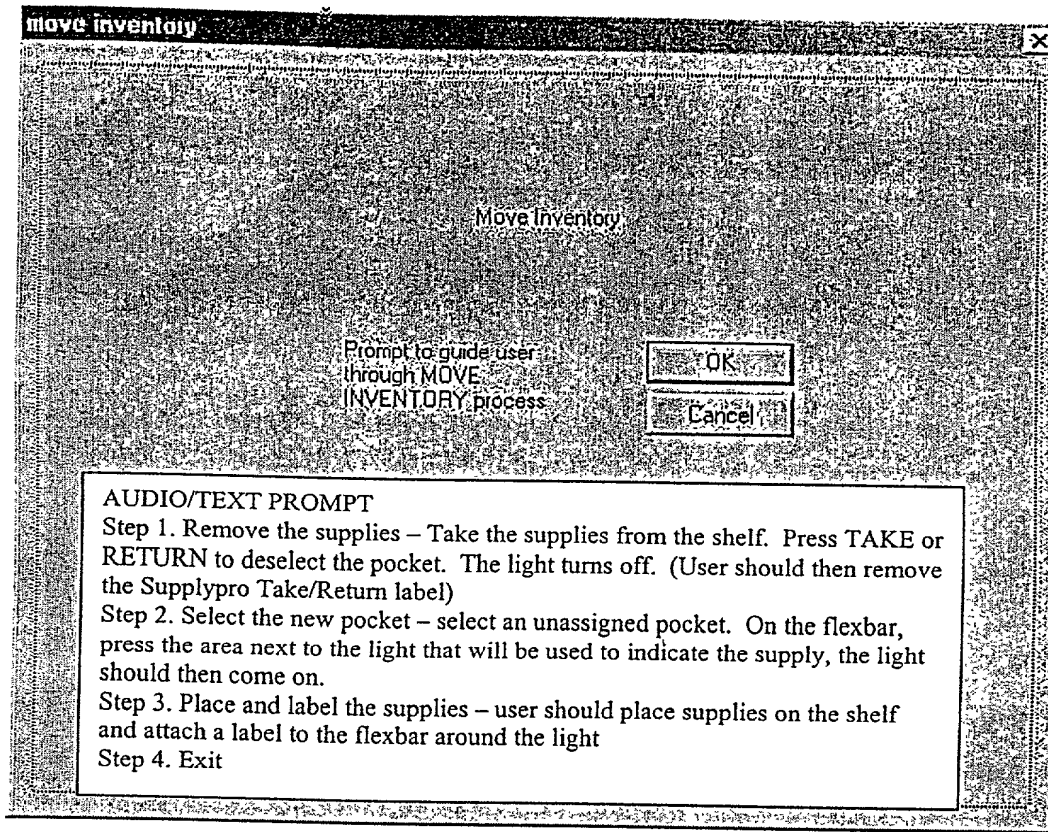


FIG. 24

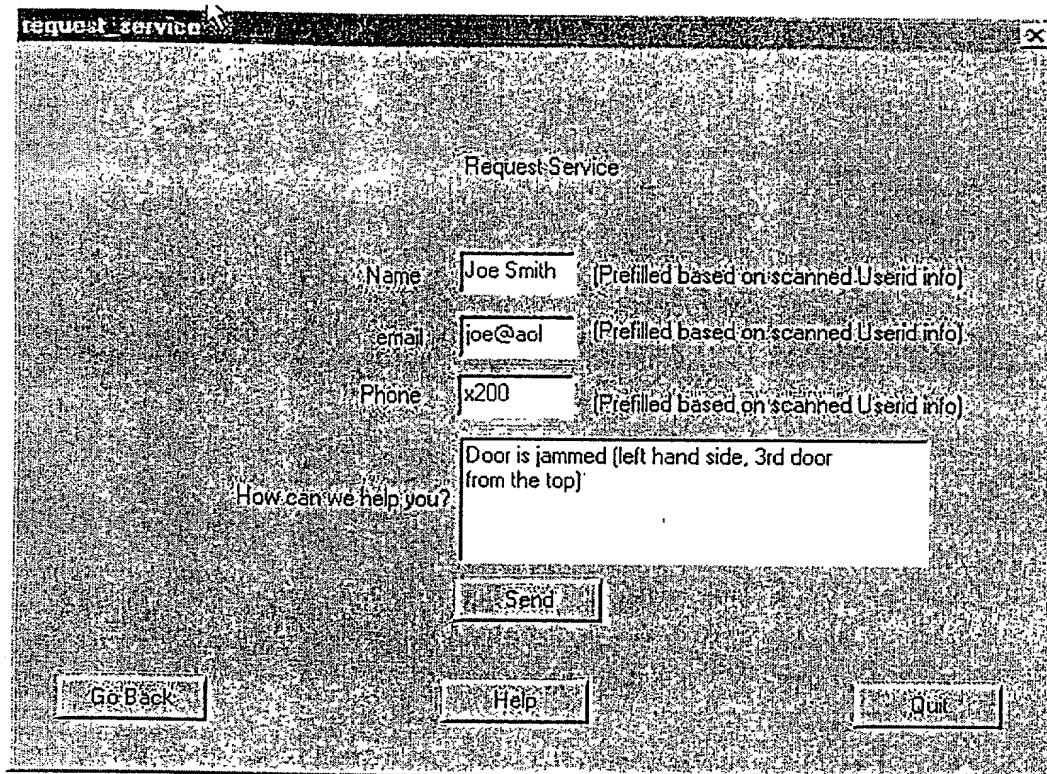


FIG. 25

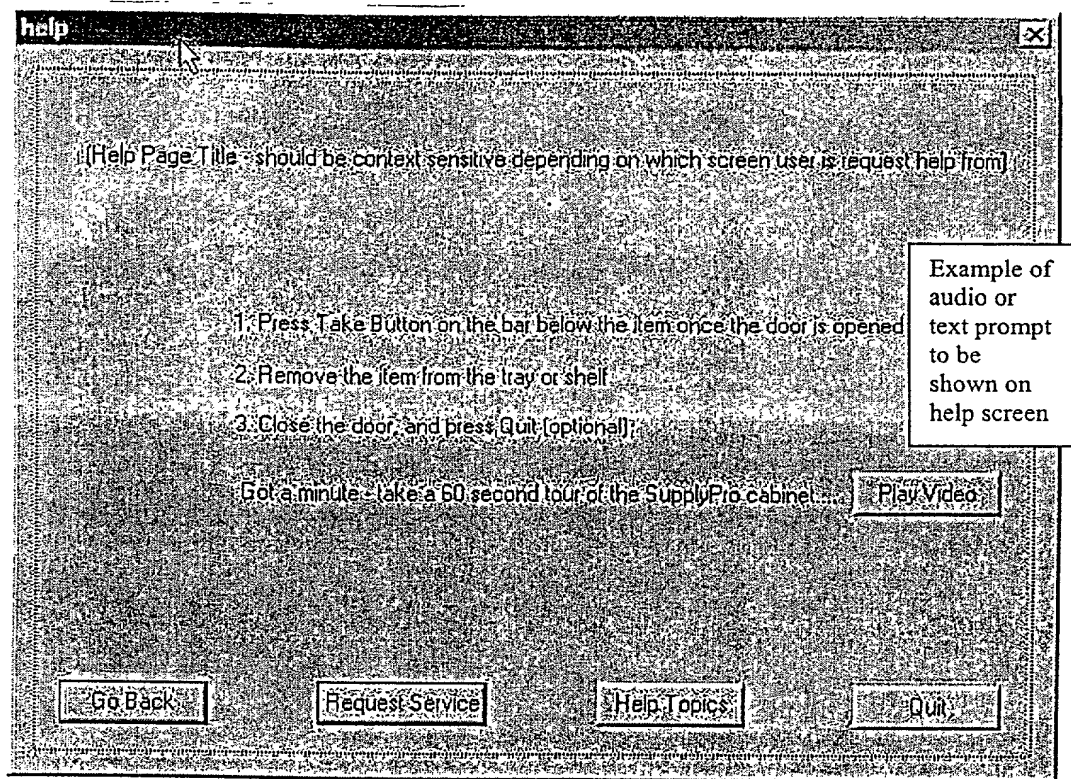


FIG. 26